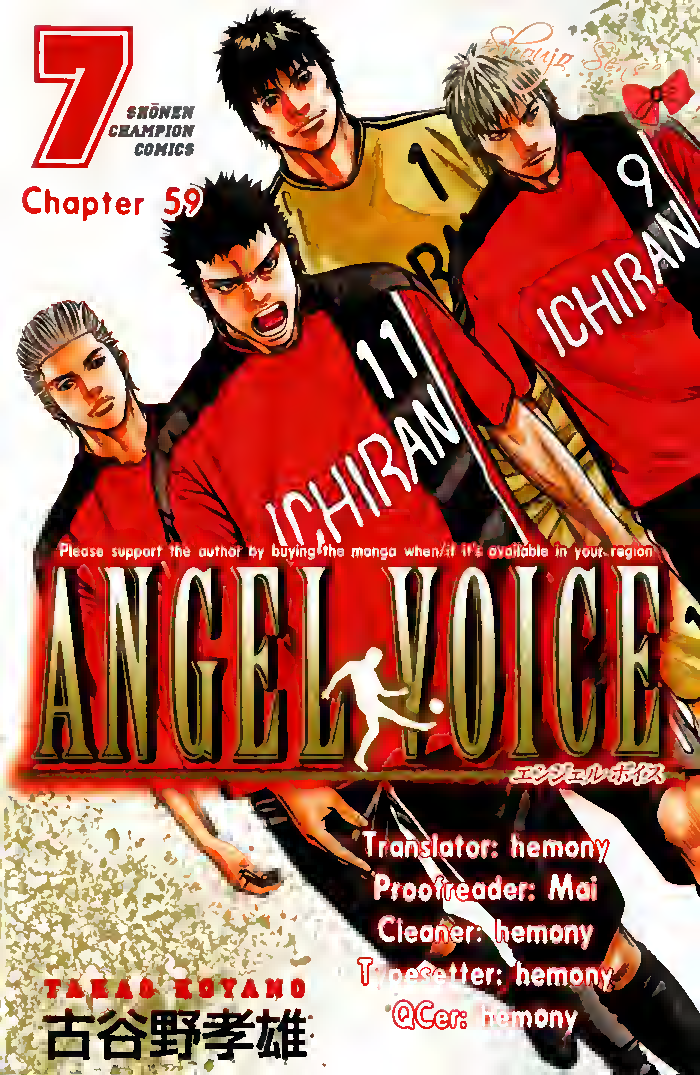
7
SHONEN CHAMPION COMICS
Chapter 59
ICHIRAN
11
ICHIRAN
9
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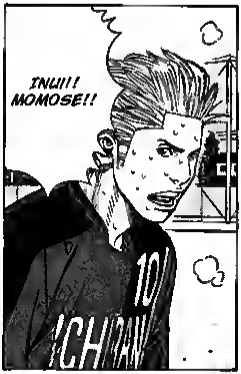
第59話　勘違い
CHAPTER 59 MISUNDERSTANDING

MOVE UP TO FORWARD POSITION.
BANDAI!!

OGAMI AND NINOMIYA, MOVE TO FORWARD POSITION!!

Eh?!



POWER PLAY

A TACTIC WHERE YOU KEEP KICKING LONG PASSES TO A HIGH NUMBER OF FORWARDS. IF THEY GET THE PASS, THEY GO FOR THE GOAL.

TALL PLAYERS ARE CHOSEN AS FORWARDS FOR PASSES TO GO FAR. PLAYERS EXCELLING IN PHYSICS ARE PUT FOR POWER PLAY. NATURALLY THAT DIFFERS IN A WAY.

STANDARD - IN YOUR MIND MATCH WITH THE PASS.
WELL, YOU CAN'T KICK IT MORE ACCURATELY THAN AT SET PLAY.
C... CAN I DO IT?
ME AS A FORWARD ?!
SFX: RUNNING

DIRECTLY - IF YOU'RE GOING TO AIM, THEN AIM.
WHEN YOU CAN'T AIM, JUST KICK IT RANDOMLY TOWARDS YOUR TEAMMATES.
SFX: RUN
DO IT.
THERE'S NO WAY I CAN DO IT!!
I DIDN'T DO SUCH THINGS EVEN DURING PRACTICE!!

Shouyo Sense

Huge.
ICHIRAN
2
11
8
Here... it comes!!
!!

SFX: TAP

SFX: KICK

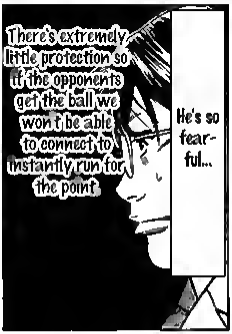
DON'T COMPLETELY LOSE WITH SUCH A HUGE BODY!!
2
CHIRAN

SFX RUN

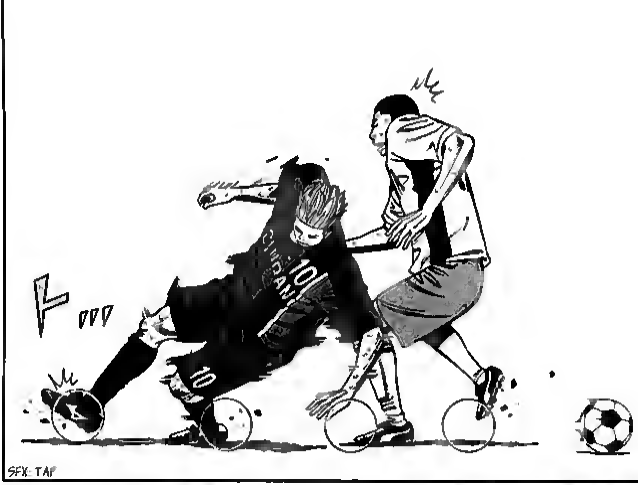
Tch...

THAT'S IMPOSSIBLE!!
10
CHIRAN
2
CHIRAN

HERE!!
10
CHIRAN


There's extremely little protection so if the opponents get the ball we won't be able to connect to instantly run for the point
He's so fear-ful...

BUNTA!! HE'S COMING FROM BEHIND YOU!!
4
CHIRAN


SFX: TAF

I want to throw it nimbly, but
I need to do something about this guy

He's going for the left side?
...?

SFX: RUNNING

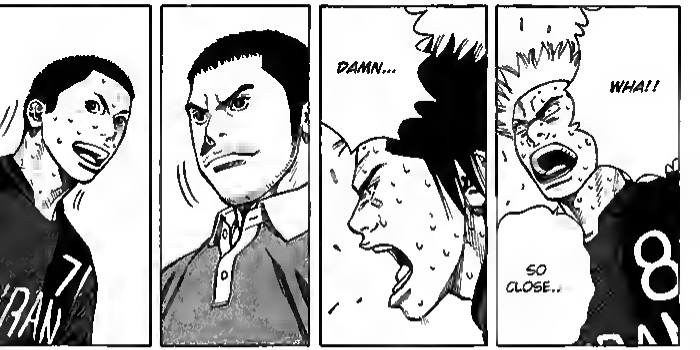
I need to kick accurately this one...
This play..
SFX BUMP
10
ICHIRAN
10
MIHARA
11
SFX STOP
So annoying!!

!!
ICHIRAN
10
SFX KICK
SFX RUN

Inui kicked a fast ball towards Mihama's defender Kamijou.
3
MIHAMA
3
Me?

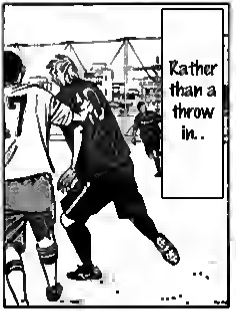
SFX: BAM
GOAL-KEEPER!!

スガァァ
SFX SLIDE


DAMN...
WHA!!
SO CLOSE..

This way Kandai will..
Nice going, Inui!!

It was a perfect early cross


Rather than a throw in..

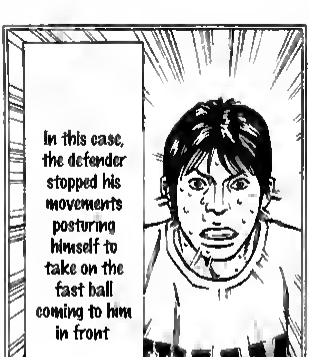
SFX: TAP

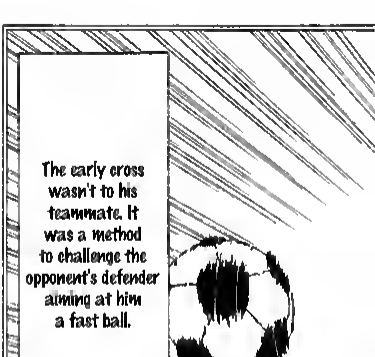
?

WOULD IT HELP US IF WE'D BE FUSSING OVER SUCH CROSS
NOW LESS THAN FIVE MINUTES ARE LEFT,

COACH,
KICKING SUCH A CROSS...

THAT'S WHY I PUT ONLY HIM AS A MARK FOR NO 10.
IF WE KNOW SUCH A PASS IS COMING, HATTORI WOULD BE ABLE TO DEAL WITH IT
I see.
TO SHAKE OFF THE FRESH HATTORI AND SECURE A GOOD POSITION FOR AN ACCURATE KICK WOULD TAKE LOTS OF TIME. DURING THAT PERIOD THE CLOCK WILL CONTINUE TO TICK.
BUT STILL IF HE'D BE CONCERNED ABOUT IT...
That was just Bandai's misunderstanding.
I won a competition against him!!
I won!!


In this case, the defender stopped his movements posturing himself to take on the fast ball coming to him in front


The early cross wasn't to his teammate. It was a method to challenge the opponent's defender aiming at him a fast ball.

With rigor he just snatched a ball from the opponent while he wasn't looking.
In Bandai's case it wasn't just a competition win.

To clear it, he concentrated on the ball's movements. In many cases he wouldn't even notice the opponent coming to him from the side.

...Good!!

SFX KICK

ドゥ

But the mis-understanding was...

TEXT: WOOOOH
an unknown meaning bringing him self-confidence.
ICHIRAN
2
うお
おお
おお
SFX: HIT
The self-confidence connects to progressive play.

"CHIRAN"
SFX SWOOSH
SFX KICK
DECIDE IT, NARITA!!!

ANGEL VOICE
エンジェルボイス